PlayStation™

NTSC U/C

PlayStation™

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00647

NASCAR® 98

COLLECTOR'S EDITION

EA SPORTS

NASCAR® 98

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

This compact disc is intended for use only with the PlayStation game console. Do not bend it, crush it, or submerge it in liquids. Do not leave it in direct sunlight or near a radiator or other source of heat. Be sure to take an occasional rest break during extended play. Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners. This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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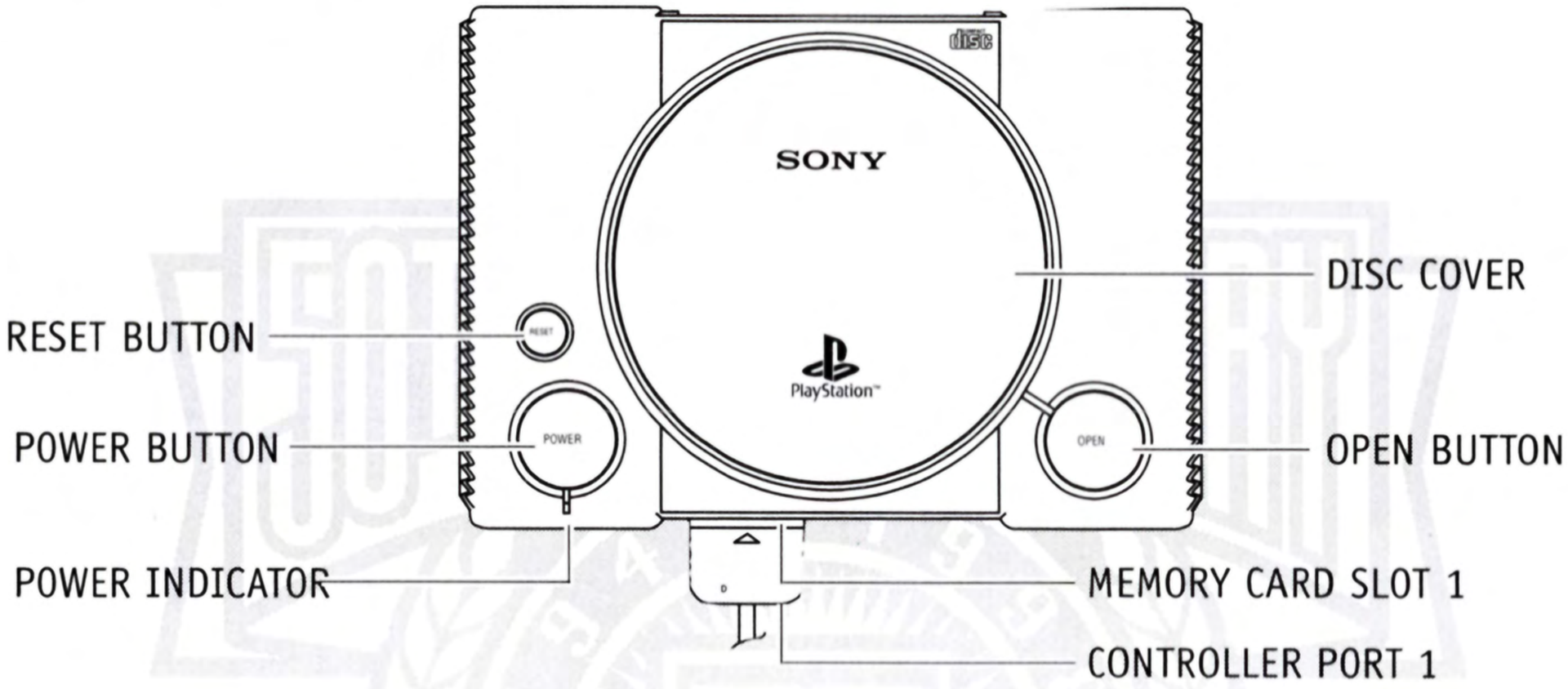
▷ **FOR MORE INFO** about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

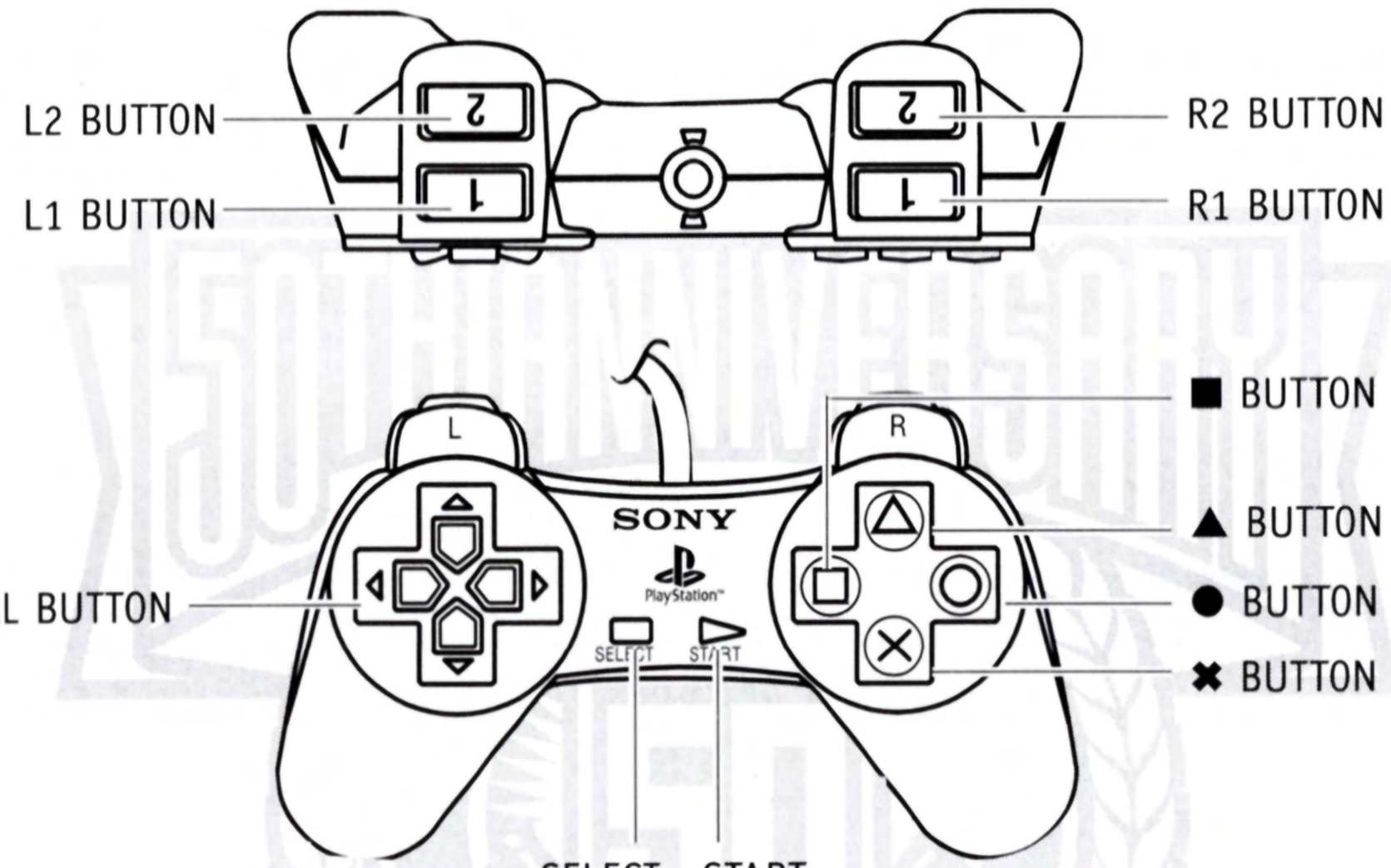
STARTING THE GAME



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NASCAR® 98: 50th Anniversary* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console. The *NASCAR 98: 50th Anniversary* video introduction begins, followed by the *NASCAR 98: 50th Anniversary* title screen.
4. At the *NASCAR 98: 50th Anniversary* title screen, press **START** to advance to the Main menu. ➤*The Main Menu* on p. 6.

▷ **SOFT RESET:** You can return to the *NASCAR 98: 50th Anniversary* title screen at any time during gameplay by holding down **SELECT**, then pressing and holding **START** for two seconds.

CONTROL SUMMARY



▷ **NOTE:** *NASCAR 98: 50th Anniversary* supports a number of popular analog controllers; however, this section defines commands only for the standard PlayStation controller.
If you want to race with an analog controller, ➤*Analog Controllers,* p. 8.

MENU CONTROLS

ACTION	COMMAND
Highlight Menu Item	D-Button ↕
Cycle Menu Item Choices	D-Button ↔
Select Menu Item	✖
Return to Previous Menu	▲

DEFAULT DRIVING CONTROLS

ACTION	COMMAND
Steer Left/Right	D-Button ↔
Accelerate	✖
Brake	■
Change Driving View	● or **L2**
Cycle Map/Rear View/Time Overlay	**L1**
Shift Up/Down	**R2/R1**

PIT STOP CONTROLS

ACTION	COMMAND
Highlight Pit Service	D-Button ↕
Check/Cancel Tire or Fuel Service	D-Button ↔
Decrease/Increase Downforce	D-Button ↔
Splash and Go	✖ (tire service must be canceled)

▷ **NOTE:** You must select pit stop adjustments before your car stops in its pit space.

INTRODUCTION

Stock car racing has got distinct possibilities for Sunday shows and we do not know how big it can be if it's handled properly... It can go the same way as big car racing (Indianapolis). I believe stock car racing can become a nationally recognized sport by having a National Point Standing...Stock car racing as we've been running it is not, in my opinon, the answer...

We must try to get track owners and promoters interested in building stock car racing up. We are all interested in one thing—that is, improving the present conditions. The answer lies in our group right here today to do it.

—NASCAR founder Bill France Sr. speaking on December 14, 1947 at NASCAR's organizational meeting in Daytona Beach, Florida.

In the 50 years since Mr. France declared his vision of the future of stock car racing, NASCAR has become a lifestyle to legions of loyal fans and participants. To commemorate 50 years of action-packed stock car racing, EA SPORTS proudly presents the 50th Anniversary Edition of *NASCAR 98*.

NASCAR 98: 50th Anniversary Features:

- Unparalleled power—take on 23 computer-controlled cars at once, or compete head-to-head on a split screen in a field of two or eight cars.
- Real NASCAR action—accurate drafting physics, three and four wide racing, aggressive computer drivers, and more.
- 24 top NASCAR drivers and cars including Richard Petty and his signature #43 STP® car.
- 17 tracks, featuring 12 licensed NASCAR circuits, with variable laps—drive up to 500 miles at Darlington!
- Analog controller support.

THE MAIN MENU

At the *NASCAR 98: 50th Anniversary* Main menu, you can select a game mode, learn about the NASCAR drivers, access options, or view the game credits.

TO HIGHLIGHT A MENU ITEM, D-BUTTON ↕

TO SELECT A MENU ITEM, PRESS ✖

ON-SCREEN MENU HELP

▷ **NOTE:** Always check the on-screen instructions for menu commands specific to the current menu.

SINGLE RACE

Spend the weekend at your favorite *NASCAR 98: 50th Anniversary* track. As driver and pit crew chief, you can control your race from both sides of the wall. ➤*Single Race Mode* on p. 12.

CHAMPIONSHIP SEASON

Enter a season at the NASCAR Cup Series level. Accumulate points over a 17-race season on your way to the championship. ➤*Championship Season Mode* on p. 24.

DRIVER INFO

Check out statistics and background information on all 24 NASCAR drivers featured in the game.

GAME OPTIONS

Configure the general environment for your next race. You can adjust sound, music, controller options, and more. ➤*Game Options* on p. 8.

NASCAR OPTIONS

Configure specific race-related features including race length, car damage, and yellow flag options. ➤*NASCAR Options* on p. 10.

CREDITS

View a list of the folks on the EA SPORTS pit crew who turn the bolts and make the games.

GAME OPTIONS

From the Game Options menu, you can select an alternative controller setup and adjust three different audio options.

TO TOGGLE STEREO/MONO, D-BUTTON ↔

TO ACCESS AN OPTION, HIGHLIGHT IT AND PRESS ✖

▷ **NOTE:** Default options appear in **bold** in this manual.

CONTROLLER SETUP

NASCAR 98: 50th Anniversary features multiple controller configurations. If you want to try a different setup, go to the Controller Setup screen and choose another.

ANALOG CONTROLLERS

Analog controllers deliver a more realistic driving experience than their digital counterparts because they allow for gradual control, rather than simple on/off functions. *NASCAR 98: 50th Anniversary* recognizes a number of popular analog controllers.

To calibrate an analog controller:

1. Insert the game controller(s) and turn on the PlayStation game console.
2. Go to the Controller Setup screen and scroll the controller options until your device appears on the screen.
   - ☐ If your controller has an Analog/Digital switch, it must be set to Analog to appear on the screen. If you experience any difficulties with your controller, please refer to your controller's manual.
   - ☐ If your controller does not appear, choose the most similar option.
3. Press **START** to select the configuration you want. The Calibration screen appears.
4. Follow the instructions on the Calibration screen, then press **START** to accept.

STEREO/MONO

Set *NASCAR 98: 50th Anniversary* music and sound effects to MONO or **STEREO**. To hear stereo sound, your TV must be equipped for stereo.

CD VOLUME

Use the D-Button to set the CD Music/CD Announcer sound level.

SOUND FX VOLUME

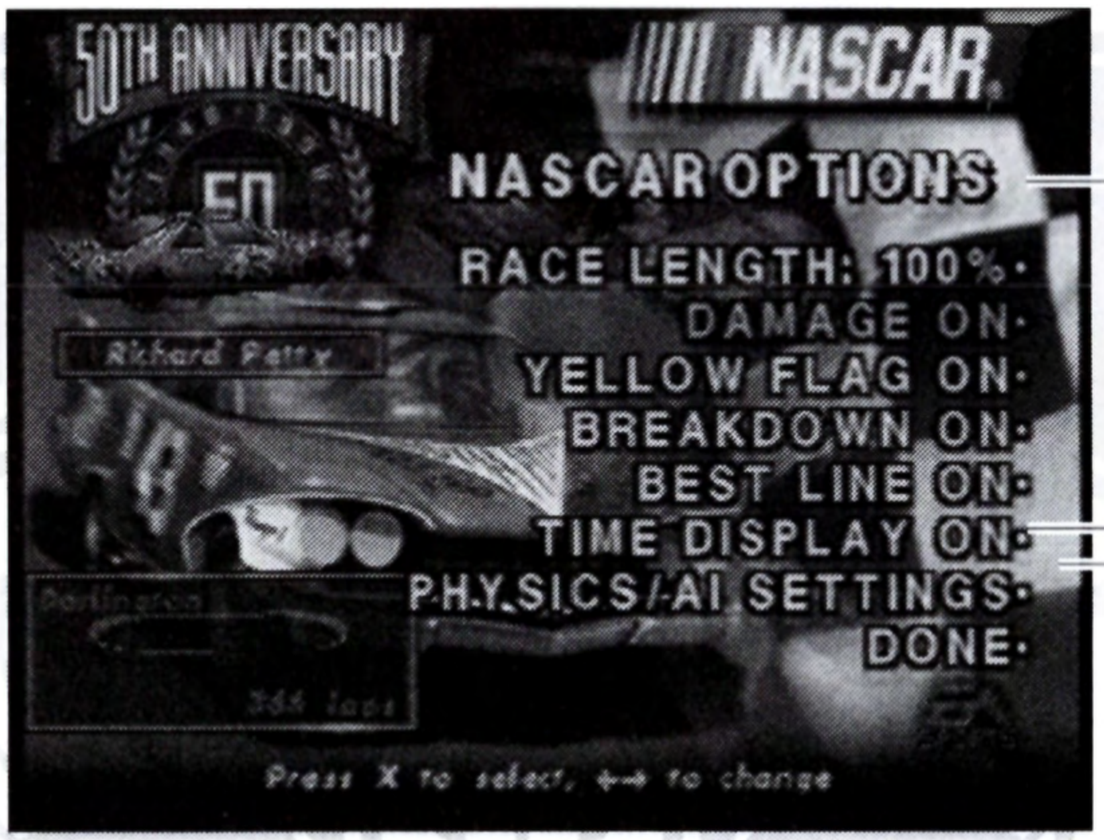
Use the D-Button to set the in-game sound effects level.

DONE

Return to the previous screen.

NASCAR OPTIONS

NASCAR options affect the authenticity level and complexity of the race. By adjusting these options, you can customize *NASCAR 98: 50th Anniversary* to your style of play.



RACE LENGTH

Set the length of your next race. Race length appears as the percentage of a regulation event. (e.g., 100% is the distance driven on that circuit in an actual NASCAR race.) Check the track overlay for lap equivalents.

DAMAGE

Set Damage OFF for invincible cars, ON for realistic results from collisions and the possibility of being knocked out of a race, or **LTD** (limited) for cars that sustain damage but continue racing if they flip or lose a tire.

▷ **EA TIP:** If your car becomes damaged in a collision, and you can make it back into the pits, your crew completes all necessary repairs.

YELLOW FLAG

When Damage is set to ON, the Yellow Flag option becomes available.

YELLOW FLAG ON — If a car stalls or gets knocked out of a race, the yellow flag appears. While the yellow flag is out, your car enters auto-pilot mode and the field runs under caution. When the course is clear, the green flag appears and you resume control of your car.

YELLOW FLAG **OFF** — If a car breaks down, the race continues uninterrupted while the track is cleared.

BREAKDOWN

Set Breakdown ON or **OFF**. With Breakdown ON, pushing a car beyond its limits may result in a blown engine.

BEST LINE

Set Best Line **ON** or OFF. When you set Best Line ON, the oil drippings and rubber laid down by previous cars marks the best racing line around the track.

TIME DISPLAY

Set Time Display **ON** or OFF. Time Display presents current split times and time differentials.

SPLIT TIME — Tracks are divided into four equal quadrants, or traps. When you complete a trap, *NASCAR 98: 50th Anniversary* records the elapsed time. After the first completed lap, Time Display compares your current trap time to your best time through the same trap, and displays the difference.

TIME DIFFERENTIAL — The time differential pop-up appears each time you pass the Start/Finish line. Time differential displays the name of the driver behind you and his time deficit and the driver ahead of you along with his advantage.

PHYSICS/AI SETTINGS

Set your car's performance relative to the other cars on the track.

ARCADE — You have the clear advantage.

SIMULATION — Every car's performance level is identical.

CUSTOM — You can change any option to make the game easier or more difficult to beat.

DONE

Exit the NASCAR Options menu and return to the previous screen.

SINGLE RACE MODE

It's not part of the NASCAR Cup Series, but it's a lot more than just a race. You can log practice laps, qualify for grid position, and work on your car setup—all before the race starts!

- When you choose SINGLE RACE from the Main menu, the Race Setup menu appears.

RACE SETUP MENU

At the Race Setup menu, you choose the most basic features of your next race: how many players, which track you want to travel to, and which car you're going to drive when you get there.

ONE PLAYER/TWO PLAYERS

Choose the number of players. In a **ONE PLAYER** race, one player faces 23 drivers on a full screen. If you have two controllers plugged in, you can select TWO PLAYERS and race on a split screen against six computer-controlled cars.

SELECT CAR

Select from 24 of the top NASCAR cars. Each driver races his signature ride, so when you choose a car, you assume the identity of that car's driver.

SELECT TRACK

NASCAR 98: 50th Anniversary features 17 tracks from which to choose including 9 fast ovals and 8 winding road courses.

NASCAR OPTIONS

➤*NASCAR Options* on p. 10.

SPEED COMP (TWO PLAYER ONLY)

Set **ON** to increase the trailing human player's ability to catch the leading human player. Speed Comp races are competitive all the way to the finish line.

COMPUTER CARS (TWO PLAYER ONLY)

Set **ON** to race with a full grid of eight cars or off for a head-to-head race against your human opponent.

DONE

Accept the Race Setup. The Single Race Weekend menu appears.

SINGLE RACE WEEKEND MENU

Before the race, you can modify your car setup, run practice laps, qualify for starting grid position, and set options. When you're ready, you can start the race; when it's over, you can view track records.

RACE SETUP

Return to the Race Setup menu.

CAR SETUP

Adjust your car settings for optimum performance on the selected track. You can access the Car Setup menu before practicing and return to it at any time prior to the race. ➤*Car Setup Menu* on p. 22.

PRACTICE

Drive an unlimited number of solo laps (well, up to 1,000) around the selected track. You can get a feel for the track, experiment with different setups, and work on pit strategies.

- When you choose PRACTICE, a track diagram appears.
- To advance to the track, press **START** when the indicator appears.
  ➤*Driving Controls* on p. 16.

QUALIFY

Take a solo trip around the track to record your lap time. Your time is compared to the other drivers' times to determine your position in the starting grid.

- When you choose QUALIFY, your opponents' best lap times appear.

- ○ To get down to the track, press **START** when the indicator appears. Your car is coming off its warm-up lap. ➤*Driving Controls* on p. 16.
- □ After you qualify, the Qualifying Results appear, followed by the Car Setup menu. ➤*Car Setup Menu* on p. 22.
- ○ To begin the race, select DONE.

RACE

Take to the track to find out how you match up against professional NASCAR drivers in their trademark machines. If you chose not to qualify, you start in the last position in the starting grid.

- □ When you choose RACE, the starting grid scrolls, row by row. The driver with the pole position appears on the left side of the first row.
- ○ To get down to the track, press **START** when the indicator appears. ➤*Driving Controls* on p. 16.
- □ After your race, the Race Results appear, followed by the Single Race Weekend menu.

GAME OPTIONS

➤*Game Options* on p. 8.

VIEW RECORDS

Following a race, you can view records set on each track. *NASCAR 98: 50th Anniversary* tallies the win/loss record and best lap time for each driver.

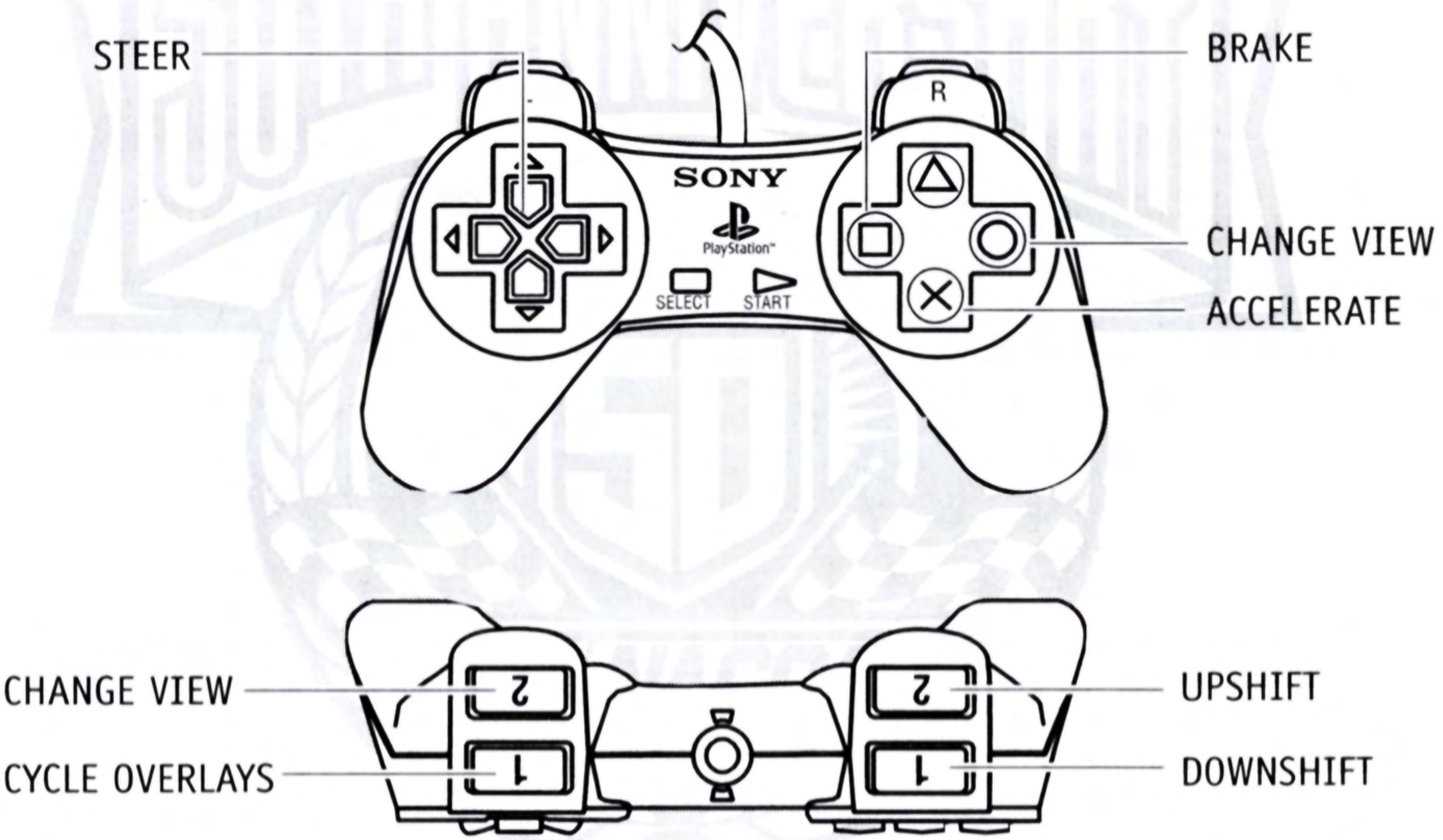
TO MAIN MENU

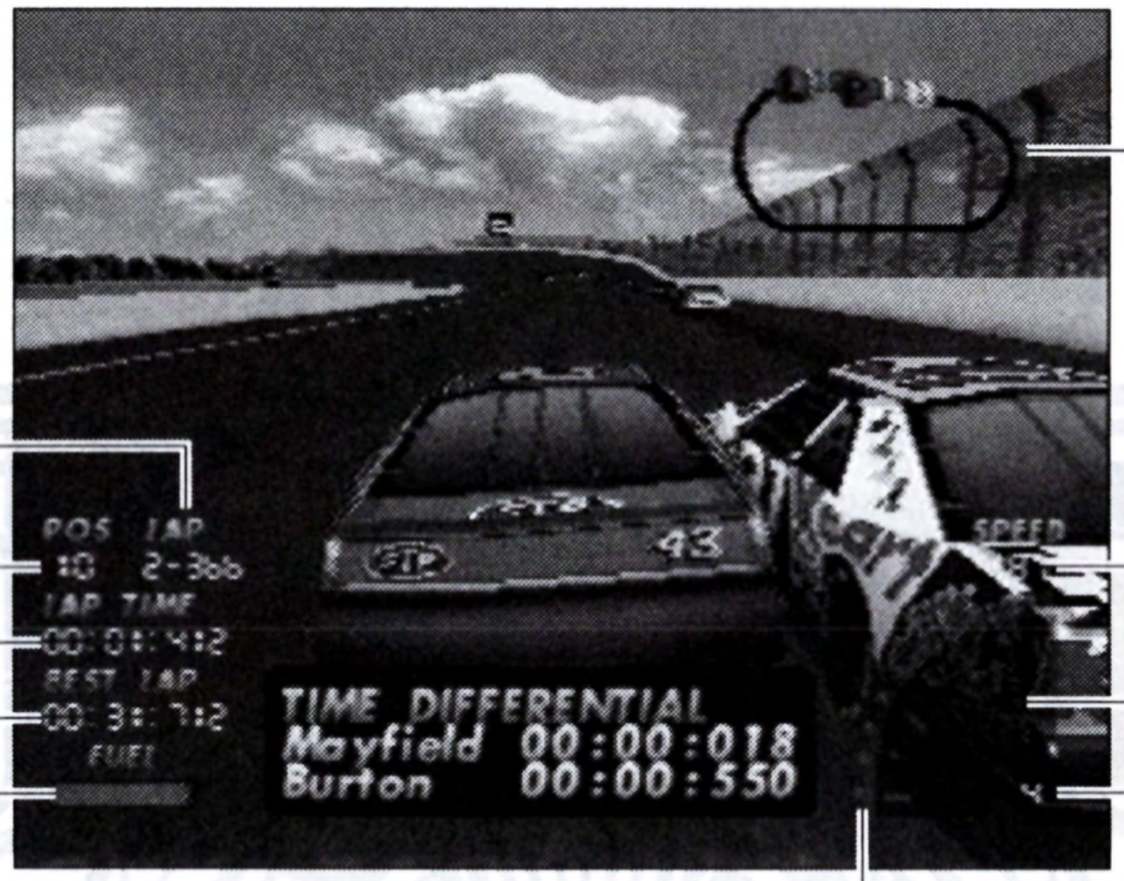
Return to the Main menu.

DRIVING CONTROLS

Driving controls are consistent throughout all *NASCAR 98: 50th Anniversary* game modes.

▷ **NOTE:** While you can choose from four controller configurations, only the defaults are described in the following section.





DRAFTING

Drafting is driving as close as possible to the car in front of you, so that the lead car cuts through the air and you follow in its wake. While drafting, you conserve fuel and power because you can afford to ease off the accelerator a bit. When you're ready to pass the lead car, hit the gas and pull out—you'll slingshot right past!

- When you catch a car's draft the draft meter lights up, increasing as the draft increases.

MAP & REAR VIEW OVERLAYS

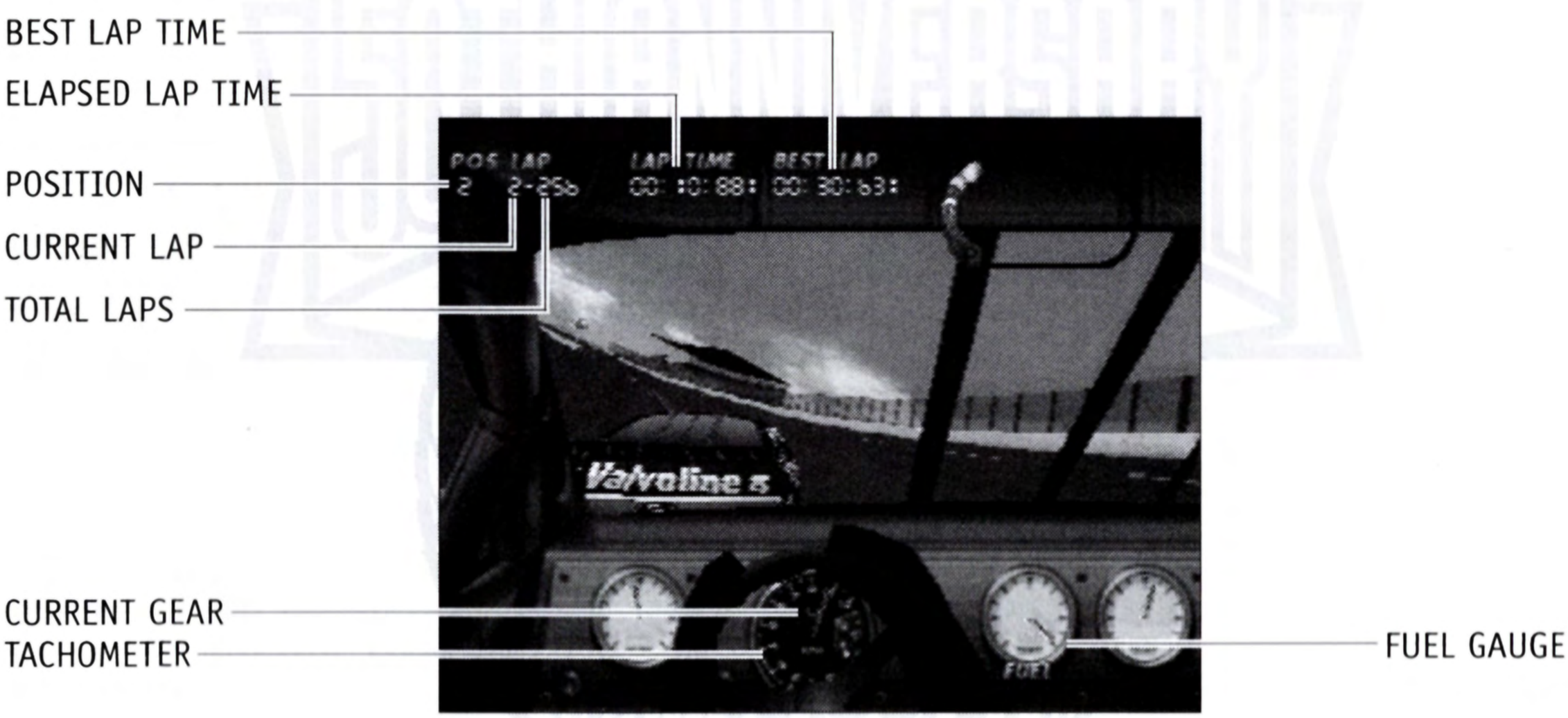
When you're on the circuit, a map overlay appears in the upper-right corner of the screen. You can replace the track map with a rear view mirror or turn it off altogether.

- To cycle overlay options, press **L1**.

DRIVING VIEWS

NASCAR 98: 50th Anniversary features multiple driving views including an In-the-Car camera with accurate dashboard gauges. During a race, you can cycle views on the fly.

- To change your driving view, press ● or **L2**.



IN-THE-CAR CAMERA

PIT STOP CONTROLS

Once you enter the pit, your racing view changes to the In-the-Car view, the Pit menu appears, and your car enters auto-pilot mode. A standard pit stop refuels the car and changes all four tires.

You have several seconds to decide which pit services you want, as your car automatically observes the pit lane speed limit and steers into its pit stall.

▷ ***EA* TIP:** Once your car comes to a stop, you can make no further changes.

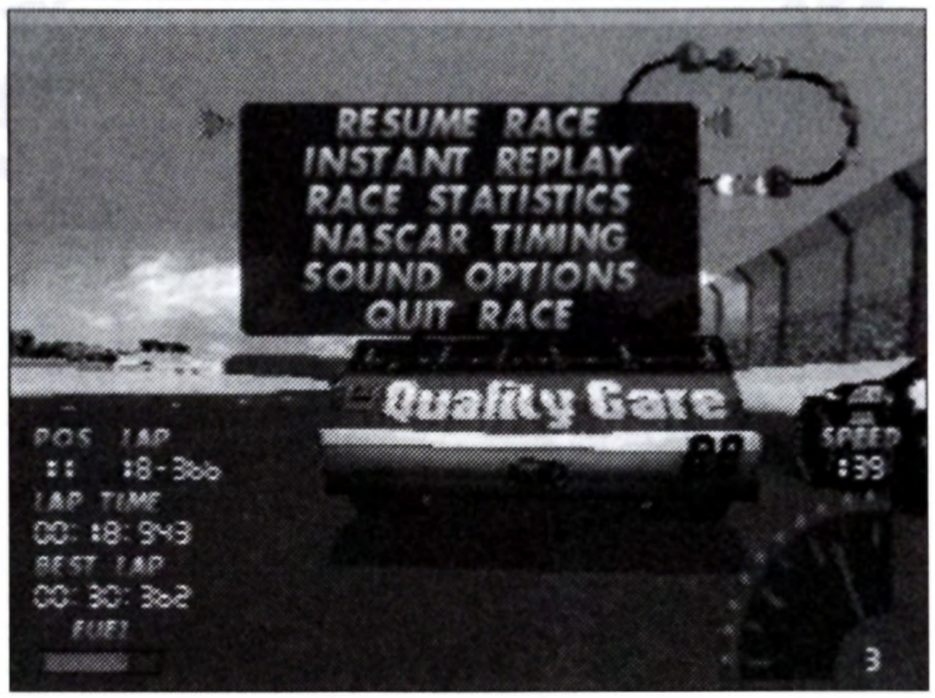
Use the Pit menu to adjust your pit services:

- To toggle the fuel or tire service **ON**/OFF, move the red arrows ↕ to the appropriate service, then D-Button ↔. When a service is highlighted, it's ON.
- To adjust wedge or rear spoiler downforce, move the red arrows to it, then D-Button ↔.
- For a "Splash and Go" pit, turn off all services except Fuel. Keep an eye on your fuel gauge. When you think you've taken enough, hit the accelerator and go.

THE PAUSE MENU

The Pause menu appears when you pause a race. At the Pause menu, you can view an instant replay, check race statistics, get a detailed breakdown of your performance, adjust sound options, or quit the race.

- To pause a race, press **START**.
- To select a Pause menu item, move the red arrows to the item, then press ✖

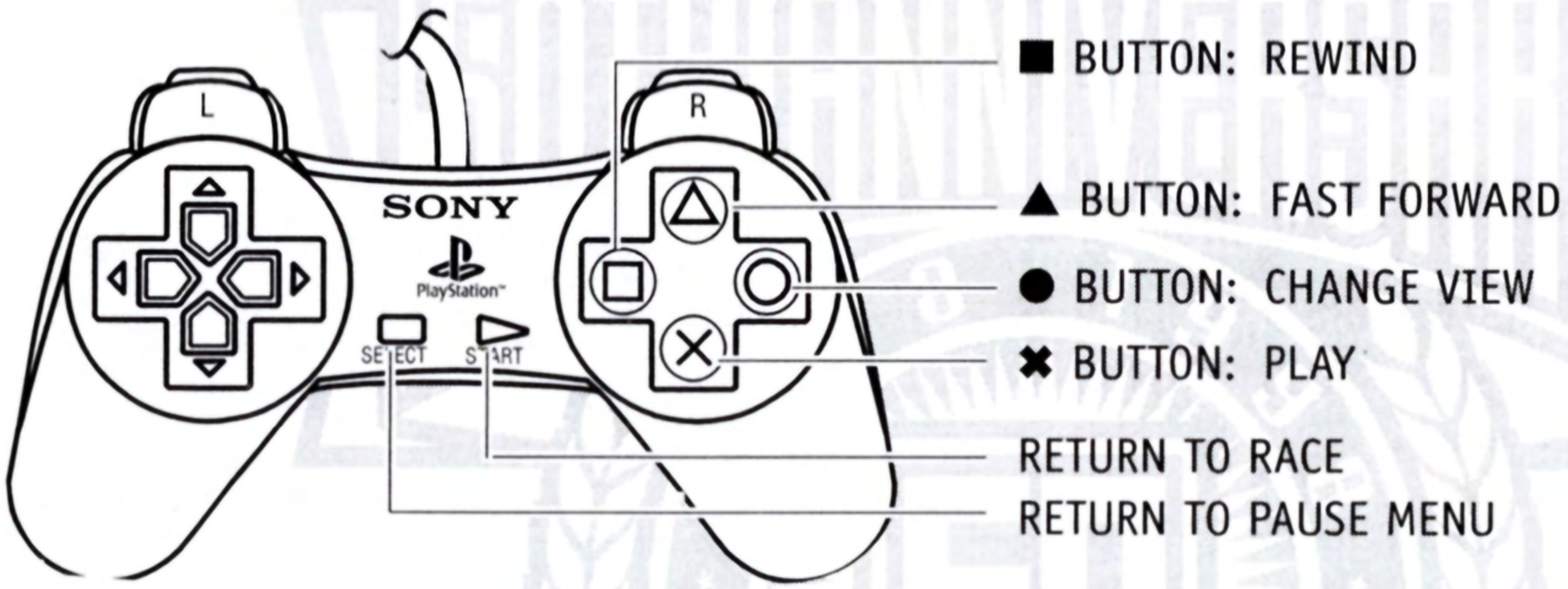


RESUME RACE

Exit the Pause menu and return to the track.

INSTANT REPLAY

True to its TV-style presentation, *NASCAR 98: 50th Anniversary* lets you view instant replays from multiple camera angles.



RACE STATISTICS

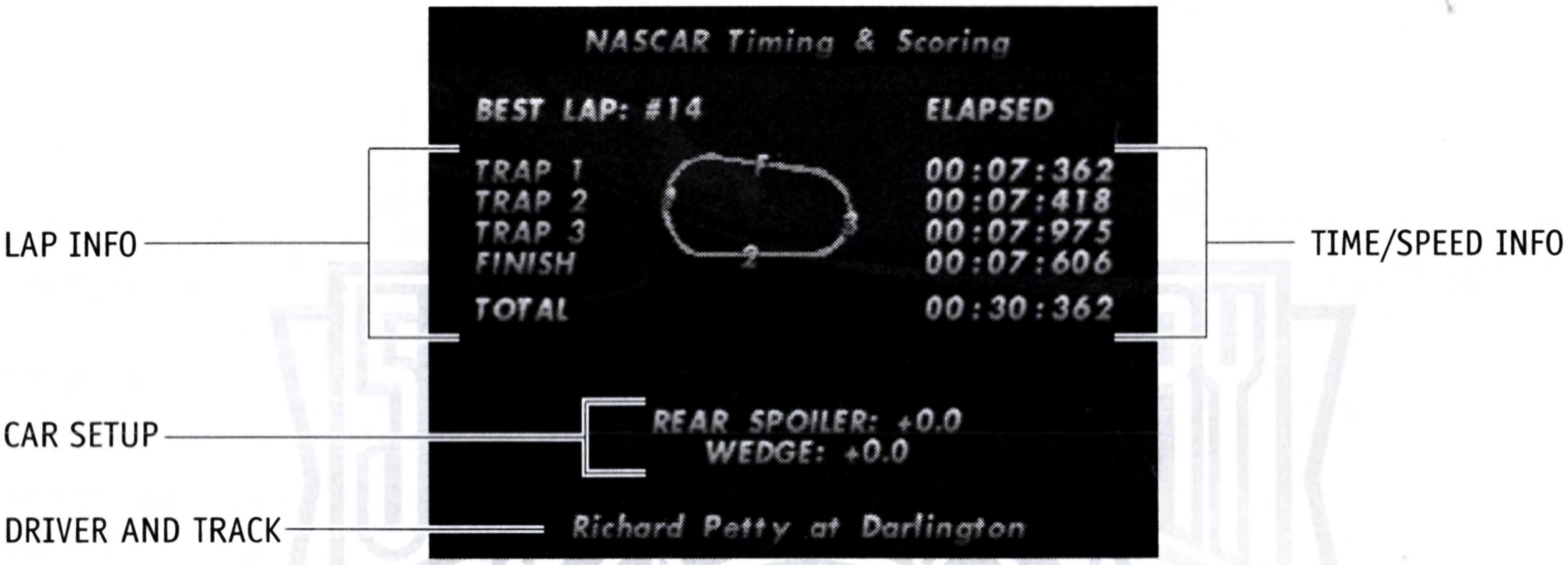
During a race you can access Race Statistics to check each driver's position, current lap, and time (or number of laps) behind the leader.

- Press ✖ to exit this screen.

NASCAR TIMING

NASCAR Timing displays a diagram of the current track along with extensive information on the race in progress.

- Press ✖ to exit this screen.



- To cycle forward/back through the best three laps, press ●/■.
- To cycle Elapsed Time, Speed, and Accumulated Time, press ▲.

SOUND OPTIONS

Turn sound effects and music **ON**/OFF, adjust the volume, and set the sound to MONO or **STEREO**.

QUIT

Quit the race. When you select QUIT, a message appears prompting you to confirm your decision.

- To quit the race, select YES.
  - In Single Race mode, the Race Results Screen appears, followed by the Race Setup menu.
  - In Championship Season mode, *NASCAR 98: 50th Anniversary* distributes championship points to the drivers, and the Season menu appears.

CAR SETUP MENU

Driving around the track is the easy part; most races are won or lost in the garage. Finding the optimum car setup takes experience and patience. As crew chief, you'll develop a real understanding of car physics and aerodynamics as you keep getting your setup a little bit better.

TO HIGHLIGHT A MENU ITEM, D-BUTTON ↕

TO CYCLE MENU ITEMS, D-BUTTON ↔

TO CONTINUE, HIGHLIGHT DONE AND PRESS ✖

AUTO/MANUAL TRANS

Set your car to **AUTO** (automatic) or MANUAL transmission. If your car has a manual transmission, you are responsible for shifting gears.

MPH/KM/H

Measure speed in **MPH** (miles per hour) or KM/H (kilometers per hour).

TIRES

Set the amount of air pressure in your tires. More air pressure increases handling but tires wear out quickly. Less pressure increases the distance between pit stops because your tires last longer.

REAR SPOILER

Adjust the amount of downforce on your car's back end. Less downforce increases top speed and gas mileage, but loosens up the rear end. More downforce increases handling by decreasing tire slide, but top speed is sacrificed.

WEDGE

The wedge controls the car's suspension through weight distribution. Less wedge reduces weight off the outside rear tire, making the suspension feel "loose" through the turns. More wedge increases the weight, tightening the handling and giving the car more "push."

RUNNING LOOSE	When a car is running loose, it oversteers. In other words, the back end wants to come around as you try to turn, as if you were driving on ice.
PUSHING	A pushing car runs tight. When you try to turn the car, instead of following the racing line to the inside of the track, the car wants to head for the wall.

GEAR RATIOS

Low end acceleration lets your car move quickly through the gears, thereby increasing acceleration out of corners and slow spots. High end gear ratios are beneficial on tracks with little or no slowdown because your car doesn't require downshifting into the lower gears.

CHAMPIONSHIP SEASON MODE

Take on the world's best stock car drivers in the NASCAR Cup Series. After each event, *NASCAR 98: 50th Anniversary* awards points determined by final positions. Points are tallied throughout the season, and the driver with the highest total at the end of the 17-race schedule wins the NASCAR Cup championship.

- □ When you choose CHAMPIONSHIP SEASON from the Main menu, the Season menu appears.
  - ○ To start a season, choose NEW SEASON. The Season Setup menu appears.

SEASON SETUP MENU

SELECT CAR

Choose the car and driver you want.

DONE

Accept the Season Setup. The NASCAR Options menu appears. ➤*NASCAR Options* on p. 10.

- □ When you've set your NASCAR options, select DONE. Veteran racing analyst Bob Jenkins presents his expert track report along with a track diagram. The Race Weekend follows.

RACE WEEKEND MENU

The options that appear on the Race Weekend menu are identical to those on the Single Race Weekend menu before a One-Player race.
➤*Single Race Weekend Menu* on p. 14.

SEASON MENU

At the Season menu, you can begin a new season, view season information and stats, and move on to the next race in an existing season.

NEW SEASON

Sign up for a new NASCAR Cup Series.

LOAD SEASON

Load a saved season in progress. When you choose LOAD SEASON, the Load Season overlay appears with a list of all the games currently saved to your memory card.

▷ **NOTE:** Never insert or remove a memory card when loading or saving files.

- To load a season, highlight it in the list, then press ✖ twice to accept and return to the Season menu with your next race ready to go.

SAVE SEASON

Save your season progress up to the last completed race. When you choose SAVE SEASON, the Save Season overlay appears with your season labeled by the next scheduled track.

To enter a custom season name:

1. Press ✖ to access the cursor.
2. D-Button ↔ to move the cursor.
3. D-Button ↕ to cycle characters.
   - To clear a name, press ●.
4. Press ✖ twice to accept the name and return to the Season menu.
   - To cancel, press ■.

▷ **NOTE:** You can save up to 15 seasons in one memory block per memory card. If your memory card is full, a message appears indicating this. You must exit *NASCAR 98: 50th Anniversary* and free one memory block.

To save over an existing season:

1. D-Button ↕ to select a season to overwrite.
2. Follow the steps for entering a custom season name.

VIEW SEASON INFO

Review the season schedule. As you progress through the series, *NASCAR 98: 50th Anniversary* records the statistical data for each track.

VIEW STANDINGS

Check your championship point total and see where you stand in the challenge for the NASCAR Cup.

NEXT RACE

Move on to the next scheduled race in your championship season.

EXIT SEASON

Return to the Main menu.

CREDITS

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Michael Marsh, Jerry Newton
Race Introductions and In-game Commentary
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Published by Mr. Sunshine Music
Performed by Molly Hatchet
Courtesy of Epic Records by arrangement with Sony Music Licensing
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Written, composed and arranged by Steve Goldstein
©1997 RoadWing Music Inc. (BMI)
Performed by Burton Averre and Waddy Wachtel – Electric Guitar, Chris Smith – Harmonica, David Platshon – Drums and Steve Goldstein - Keyboard
Recorded and mixed at O'Henry Studios, Burbank, CA
"First Place"
Written, composed and performed by Dave O'Neal Electric Guitar solo performed by Brendan Whelan
Intro and Demo Movie Music:
Music Production by Pinnacle Music Group, Salt Lake City, Utah
Written by Lance Lanhart
Guitar: Thomas Hopkins
Drums: Kelly Wallis
Engineered by Dan Carlisle
Recorded and mixed at Mountain Air Studios, Salt Lake City, Utah
Intro and Demo Movie Sound:
Designed and mixed by Edwin Dolinski, hiwatt marshall, Frank Faugno
Atlanta Motor Speedway &
The Lingner Group: Greg Oldham, Ken Martin
Darlington Raceway Video
Chet Burks Productions: Kara Wert, Jack Carbone,
and Audio Crew
John Strickland, Tom Young, and J.P. Beaty
Opening Movie Video Footage
Fabulous Footage, Inc.
Driver photographs provided by
Pinnacle Brands, Inc., NASCAR
Licensing Consultants
Sports Management Network: John Caponigro, Mark Hoppen, Michael Ellison
Motorsports Decisions Group: Danielle Randall, Christine Randall, Tom Cotteleer
Additional Car Art
Eric DeSantis
Special Thanks to
Atlanta Motor Speedway, Darlington Raceway, California Speedway, Blake Davidson; Paul Brooks, Liz Schlosser, George Pyne, Brian France, The Lingner Group, Chet Burks Productions, Caboose Productions, Doug Bland, Scott Wheeler, Robert Gonzales, James Kennedy, Michael Shaffer, Patrick O'Brien, Harald Seeley, Jeff Litz, Chip Lange, Glenn Chin, Charlie Scibetta, Steve Ou, John Guevara, Pam Seawell, Kathy Tarnutzer, Alison Ross, Steve Goldstein courtesy of Fat Box, Inc.
Executive in Charge of Production
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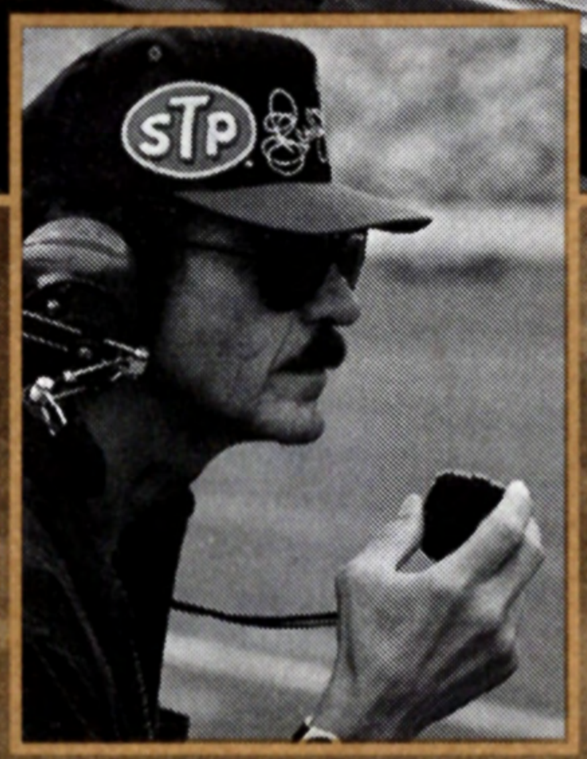

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